MAESTRO

MAESTRO IS A UTILITY PROGRAM TO BE USED IN CONJUNCTION WITH RELEASE 1.1 OF CEEMAC, THE VISUAL COMPOSITION LANGUAGE. ITS PURPOSE IS TO ASSIST COMPOSERS IN CREATING MULTI-SCORE VISUAL 'ALBUMS' SIMILAR TO THE ORIGINAL FIRE ORGAN AND THE MORE RECENT 'SPARKEE' DISKS. IT REQUIRES RELEASE 1.1 OF CEEMAC, AN APPLE II SERIES COMPUTER, AT LEAST 48K OF RAM AND A SINGLE DISK DRIVE.

FIRST, PROTECT YOUR MAESTRO DISK AND MAKE ONE OR MORE COPIES OF BOTH SIDES. DONT WAIT, DO IT RIGHT NOW! SET ASIDE THE ORIGINAL DISK AS YOUR BACKUP.

A FEW WORDS ABOUT THE TERM 'FIRE ORGAN'. ORIGINALLY, IT WAS USED AS THE NAME OF THE SAMPLE DISK DISTRIBUTED FREE IN AUGUST OF 1981. VAGABONDO ENTERPRISES HAS NOW ADOPTED 'FIRE ORGAN' AS THE 'LABEL' ON COMMERCIALIZED VISUAL ALBUMS USING THE CEEMAC INTERPRETER.

THIS IS DISK #3 OF THE PUBLIC DOMAIN (SET OF 6). IT HAS MOST OF WHAT YOU NEED TO CREATE YOUR OWN FIRE ORGAN ALBUMS (EXCEPT, OF COURSE, YOUR SCORES, SHAPES, LISTS, AND HIRES COVER IMAGE). DISK #4 IS A >>REQUIRED<< COMPANION DISK FOR MAESTRO.

AFTER APPROPRIATE COPYING, YOU SHOULD HAVE A WORKING MAESTRO DISK AND ONE OR MORE 'TARGET' ALBUM DISKS. DISK #4 IS BOTH A SAMPLE OF WHAT A COMPLETED FIRE ORGAN ALBUM SHOULD BE AND A 'TARGET' FOR YOUR OWN ALBUMS. WE'LL BE LOOKING AT IT IN MORE DETAIL AFTER DOING A 'TRIAL RUN' OF MAESTRO.

RUNNING MAESTRO:

TO START, HAVE ON HAND THE MAESTRO DISK (COPY OF DISK #3), ONE OR MORE CEEMAC DISKS CONTAINING SOME OF YOUR OWN SCORES (COPY OF DISK #1) AND A FRESH ALBUM DISK (COPY OF DISK #4). BOOT MAESTRO NOW AND WE SEE THE FAMILIAR VAGABONDO TITLE SCROLL. THIS ENDS WITH A SCREEN SHOWING THE VERTICAL SCROLLING RULES AT THE BOTTOM

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--------( VERTICAL SCROLLING )--------
         L = LIST FROM TOP
RETURN = SCROLL UP   '-' = SCROLL DOWN
         O = OVERDRIVE ON/OFF
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A LINE AT THE TOP OF THE SCREEN TELLS YOU THAT A DISK IS REQUIRED. SINCE IT MUST CONTAIN SOME SCORES, SHAPES AND/OR LISTS, MAESTRO THINKS OF THESE AS 'CEEMAC DISKS'. THE MESSAGE READS...

INSERT CEEMAC DISK; ANY KEY TO PROCEED

ONCE RELEASED, MAESTRO IS OFF TO THE DISK SEEKING ALL THOSE GREAT SCORES AND SHAPES YOU'VE BEEN ACCUMULATING. THIS TAKES A BIT OF TIME SO ENTERTAINMENT IS PROVIDED BY A FLASHING...

- READING THE CATALOG -

...WHICH (EVENTUALLY) CHANGES TO A MORE MERCIFUL (NON-FLASHING)...

$ <-- SELECT SHAPE TABLE

WHAT'S HAPPENED IS THAT MAESTRO WAS ABLE TO FIGURE OUT WHICH STUFF ON THE DISK ARE THE CEEMAC FILES AND DISPLAYS THEM. STARTING AT ABOUT MID-SCREEN, YOU'LL SEE THIS SORT OF LISTING...

```
-$?--)$ SHAPES
       ! LISTS
       ! LISTS.LISSAJOUS
       # MY FIRST SCORE
       # MY 9-YEAR OLD'S FIRST SCORE
       # MY SECOND SCORE
       # MY 9-YEAR OLD'S SECOND SCORE
       # MY THIRD DAMN SCORE
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        # THE 'NOW I'M ROLLIN' SCORE
        $ SHAPES.2
```

THE ACTUAL FILENAMES WILL COME AS NO SURPRISE (THEY'LL BE YOURS). THE
SYMBOLS IN FRONT IDENTIFY THE FILE TYPE. - $=SHAPES - !=LISTS - #=SCORES
THESE SYMBOLS APPEAR AT THE LEFT OF THE FILENAME. THE SYMBOL STUCK ON THE
TAIL OF THE ARROW CURSOR TELLS WHICH TYPE IS TO BE SELECTED NEXT. THIS
'SELECTION MODE' IS DISPLAYED AT THE TOP AS WELL. USING THE VERTICAL
SCROLLING RULES, ITS EASY TO RUN THE LIST OF CEEMAC FILES UP AND DOWN THE
SCREEN. AS WE DO THIS, THE BOTTOM WINDOW FLIPS TO THE NEXT DISPLAY WHICH
READS...

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--( BUILDING )--    ---( EXITS ETC )---
CTRL-S= SELECT      CTRL-R= RESTART
CTRL-F= SKIP KEY    CTRL-N= END BUILD
CTRL-P= NEW DISK    CTRL-C= EXIT TO DOS
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THIS WINDOW WILL NOT CHANGE UNTIL THE ALBUM IS COMPLETELY BUILT. USING
CTRL-S, YOU SHOULD NOW PICK WHICH SHAPE FILE YOU WANT ON THE ALBUM. YOU'RE
NOT ALLOWED TO 'SKIP' THIS AND THE SAME THING GOES FOR THE 'LISTS' FILE.
AFTER EACH OF THESE SELECTIONS, THE FILE IS READ IN FROM THE DISK WHILE THE
TOP LINE FLASHES...

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        - READING THE FILE -
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AFTER LOADING THE LISTS FILE, THE TOP LINE REQUESTS THAT YOU...

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        # <-- SELECT COVER SCORE
```

NOTE THAT THE ARROW CURSOR TAIL (AN '@') DOESN'T MATCH ANY CEEMAC FILE
SYMBOL. THE 'COVER SCORE' WILL BE THE FIRST SCORE TO EXECUTE WHEN OUR ALBUM
IS BOOTED. IT WILL BE DISCUSSED IN DETAIL LATER. RIGHT NOW, JUST PICK ANY
SCORE FOR THIS TEST RUN. LIKE SHAPES AND LISTS, YOU'RE NOT ALLOWED TO SKIP
THIS SELECTION. ONCE THIS IS DONE AND THE FILE READ IN, THE TOP LINE CHANGES
TO...

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        # <-- SELECT NEXT SCORE
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NOW, WE'RE READY TO START PICKING WHICH SCORES ARE TO 'PLAY' UNDER WHICH
KEYS. AS LONG AS THE FILE IS A CEEMAC SCORE (#), IT'S FAIR GAME. WHENEVER A
SCORE IS SELECTED, THE FOLLOWING THINGS HAPPEN:

1- IT IS READ INTO MEMORY FROM THE DISK;

2- COMMENTS ARE STRIPPED AND IT IS 'PACKED' WITH PRIOR SELECTIONS;

3- TOP-OF-SCORE COMMENT LINES ARE SAVED FOR THE 'NOTES' FILE;

4- THE FILE IS 'FLAGGED' ON THE SCREEN;

5- THE CURSOR MOVES TO THE NEXT LINE.

A SCORE MAY BE SELECTED TO APPEAR UNDER MORE THAN ONE KEY (THAT IS,
MULTIPLE SELECTED). ALSO (USING CTRL-F) ANY KEY CAN BE 'SKIPPED' (THAT IS,
NOT HAVE A SCORE ASSIGNED TO IT). NOTE THAT A SKIPPED KEY BECOMES A 'DEAD'
KEY IN THE FINAL ALBUM AND WILL RETURN A 'CLICK' WHEN STRUCK. ONLY YOU CAN
JUDGE WHETHER THIS IS OK FOR YOUR ALBUM. IT CAN BE A REAL CONVENIENCE WHEN
MAKING 'REHEARSAL' ALBUMS (LIKE THIS ONE).

THE OTHER COMMANDS AT THE BOTTOM OF THE SCREEN ARE WORTH EXAMINING. CTRL-P
LETS YOU CHANGE DISKS AT ANY TIME (MAESTRO NEEDS TO BE TOLD WHEN SUCH CHANGES
OCCUR). CTRL-R PROVIDES A WAY TO RESTART WHEN YOU WISH TO REVISE THE KEYBOARD
LAYOUT IN MID-RUN. CTRL-N TELLS MAESTRO TO SKIP THE REMAINING KEY
ASSIGNMENTS. CTRL-C WILL, YOU GUESSED IT, GET THEE TO DOS.

AFTER ALL KEYS HAVE BEEN ASSIGNED (OR SKIPPED), WE GET A FLASHING...

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        - BUILDING COMPLETED -
```

...FOLLOWED QUICKLY BY...

INSERT ALBUM DISK; ANY KEY TO PROCEED

NOW IS THE TIME TO PUT IN YOUR SAMPLE 'TARGET' ALBUM DISK. HITTING A KEY
CAUSES DISK ACTIVITY WITH THE MESSAGE...

        - READING THE CATALOG -

    ...FLASHING FAMILIARLY.

    THE FINAL SCREEN WILL LOOK LIKE...

        - ALBUM FILES ONLY -

  B 033 COVER
  B 023 NOTES
  B 042 SPACK

  ]BSAVE NOTES   ,A$2000,L$1AFB
  ]BSAVE SPACK   ,A$3FFB,L$2348

    WE'RE NOW IN DOS (JUST LIKE CEEMAC).   YOU WILL RECALL THAT THE 'NOTES' FILE
WAS CREATED FROM YOUR TOP-OF-SCORE COMMENT LINES.   THESE BECOME YOUR 'LINER
NOTES' AND VIEWERS WILL BE ABLE TO READ THEM BY DOING A CTRL-A AT ANY TIME
DURING THE ALBUM PERFORMANCE.

    THE ASSUMPTION HERE IS THAT THE 'TARGET' DISK WILL CARRY ONLY A SINGLE
ALBUM.   THE INFORMATION AT THE TOP OF THE SCREEN IS FOR THOSE WISHING TO CARRY
MORE THAN ONE ALBUM ON A DISK, SO WE WILL IGNORE IT FOR NOW.   THE 'BSAVE'
LINES ARE SIMILAR TO THOSE PROVIDED BY CEEMAC.   NORMALLY YOU'LL WANT TO SAVE
THESE TWO FILES AT THIS POINT.   IF YOU WISHED TO RERUN MAESTRO HERE, YOU'D
SIMPLY 'CALL 2048'.   INSTEAD, LETS END THIS TEST RUN AND SHIFT OUR ATTENTION
TO THE ALBUM DISK.

DOCU-II

MAESTRO

(CONTINUED FROM DOCU-I)

THE ALBUM DISK:

    BOOTING AN ALBUM DISK IS MUCH LIKE AN OVERTURE, EXCEPT THAT ITS VISUAL.
THE FIRST THING THAT APPEARS IS A SCREENFUL OF INFORMATION FOR YOUR AUDIENCE
(MAYBE ONLY YOU). THIS SCREEN CAN BE FROZEN (BY THE SPACE BAR) OR SIMPLY
ALLOWED TO PASS. SINCE IT IS ON VIEW FOR ONLY A FEW SECONDS, THE SPACE BAR
INSTRUCTION LINE FLASHES AS AN ATTENTION GETTER. HOLDING THE SCREEN AT THIS
POINT PERMITS MORE LEISURELY EXAMINATION. BOTH THE SPACE BAR AND CTRL-A WORK
HERE JUST AS LATER DURING THE 'REAL' PERFORMANCE.

    AS THE 'OVERTURE' CONTINUES, IT BECOMES CLEAR THAT WE HAVE AN ABBREVIATED
COPY OF THE ORIGINAL FREE SAMPLE. WHEN YOU'VE TIRED OF WATCHING, DO A CTRL-C
FOLLOWED BY A CATALOG. YOU SHOULD SEE THIS...

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*A 002 HELLO
*A 005 START.A
 A 002 HELLO.CHOOSE
 B 002 AA
*B 002 MVFP
*B 026 CEEHI
*B 026 CEELO
 B 033 COVER
 B 029 NOTES
 B 042 SPACK
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    FIVE OF THE TOP SEVEN FILES ARE SIMPLY THOSE NEEDED TO BOOT AN ALBUM AND
RUN IT. FOR THE CURIOUS, CEEHI AND CEELO ARE THE CEEMAC 'INTERPRETER' OR
'RUNTIME MODULES' SLIGHTLY MODIFIED TO SUPPORT ALBUM EXECUTION RATHER THAN
SCORE COMPOSITION. THE OTHERS DEAL WITH GETTING ALL THE NEEDED FILES LOADED
AND RUNNING. HERE, WE NEED CONCERN OURSELVES WITH ONLY THE LAST THREE.

    THE FILE NAMED 'SPACK' MEANS 'SCORE PACK'. IT CONTAINS THE SCORES, SHAPES
AND LISTS, ALL IN ONE TIGHTLY WRAPPED PACKAGE. THIS IS THE HEART OF OUR ALBUM
AND THE PRIMARY RESULT OF HAVING RUN MAESTRO.

    THE 'NOTES' FILE IS LIKE THE LINER NOTES USUALLY PRINTED INSIDE A RECORD
ALBUM. AN AUTOMATIC BYPRODUCT OF RUNNING MAESTRO, IT IS CREATED FROM THE
COMMENTS YOU HAVE PUT AT THE TOP OF EACH SCORE. DURING ALBUM PERFORMANCE (OR
AT BOOTUP) VIEWERS WILL BE ABLE TO READ THESE NOTES BY KEYING A CTRL-A.

    THE 'COVER' FILE IS SIMPLY A HIRES IMAGE. IT IS LOADED AND ON DISPLAY
DURING BOOTUP AS PART OF THE 'OVERTURE'. MAESTRO DOES NOT SUPPORT CREATING
THIS FILE OR PUTTING IT ONTO YOUR ALBUM DISK, BUT IT MUST BE PRESENT.

    TO PRESENT A SMOOTH TRANSITION INTO THE SHOW, THE COVER IMAGE CAN BE
'ANIMATED' BY THE FIRST SCORE WHICH DOESN'T RESIDE UNDER ANY KEY. KNOWN AS
THE 'COVER SCORE', IT STARTS EXECUTION AT THE END OF THE OVERTURE (BOOTUP) AND
IS NOT 'KEYABLE' LATER. YOU CAN SEE WHY IT MUST BE TREATED SPECIAL DURING
ALBUM BUILDING.

    THE BEST WAY TO CREATE A COVER FILE (HIRES IMAGE) IS IN CONJUNCTION WITH
COMPOSING YOUR COVER SCORE. EXAMINE THE 'FIRE ORGAN LOGO' SCORE. IT WILL
PROVIDE SOME HINTS ON HOW TO DO THIS USING CEEMAC. COVER FILES SHOULD BE
SAVED ONTO YOUR ALBUM DISKS (AND/OR ELSEWHERE) AS FOLLOWS:

]BSAVE COVER.XXX,A$2000,L$1FF8   (WHERE 'XXX' IS SOME UNIQUE SUFFIX)

    AN ADVANTAGE OF 'COVER ANIMATION' IS THAT THE BOOTUP MOVES SMOOTHLY INTO
DYNAMIC EXECUTION WITHOUT THE NEED TO PRESS A FIRST KEY. YOU MAY WISH TO
EXPERIMENT WITH ALL MANNER OF OPENING STYLES.

    NOW THAT THE 'TARGET' IS KNOWN, GO BACK AND DO ANOTHER MAESTRO RUN, THIS
TIME COMPLETING AND EXECUTING THE 'BSAVES' AT THE END. THEN BOOT THE ALBUM,

PLAY THE KEYS, READ THE LINER NOTES, AND (HOPEFULLY) ENJOY THE SHOW YOU'VE
CREATED.

   WHAT FOLLOWS IS A DISCUSSION OF HOW TO CONSERVE DISKS, SOME TECHNICALITIES
AND A LIST OF ERROR POSSIBILITIES.

MULTIPLE ALBUM DISKS:

   IF YOU ARE AT ALL UNCOMFORTABLE WORKING WITH DOS CONVENTIONS (RENAMING,
SAVING, DELETING FILES), IT MIGHT BE BEST TO STICK WITH SINGLE ALBUM DISKS FOR
A WHILE. WHEN (AND IF) YOU WISH TO REDUCE THE NUMBER OF ALBUM DISKS IN YOUR
LIBRARY, THIS IS THE PLACE TO LEARN THE 'HOWS' AND 'WHYS' OF DOING SO.

   TO REVIEW, STANDARD ALBUM BOOTUP PROCEDURES ASSUME A DISK WITH ONLY ONE
BOOTABLE ALBUM. IT IS FURTHER ASSUMED THAT THE COVER FILE IS NAMED SIMPLY
'COVER' AND THAT THE PACKET OF SCORES, SHAPES AND LISTS IS NAMED 'SPACK'.
ALSO, A SINGLE FILE NAMED 'NOTES' MUST BE PRESENT THAT VIEWERS CAN READ DURING
EXECUTION.

   THERE ARE TWO POSSIBLE TECHNIQUES FOR CARRYING MORE THAN A SINGLE ALBUM ON
A DISK. THE FIRST (AND MOST DIRECT) INVOLVES RENAMING FILES SO THAT THE
'EXTRA' ALBUMS ON THE DISK ARE UNRECOGNIZABLE TO THE BOOTUP PROCESS. IF YOUR
LATEST ALBUM IS TO BE HIDDEN, RENAMING OF EXISTING FILES ISNT REQUIRED.
SIMPLY APPEND THE DESIRED SUFFIX TO THE 'NOTES' AND 'SPACK' FILENAMES AS YOU
SCROLL ACROSS THE BSAVE LINES PROVIDED BY MAESTRO. NOTHING WILL HAVE CHANGED
EXCEPT YOU WILL HAVE ADDED (OR REPLACED) SOME FILES ON THE DISK.

   IF, HOWEVER, THE NEW ALBUM IS TO BE THE ONE YOU WANT TO EXECUTE NEXT TIME
YOU BOOT THIS DISK, YOU'LL HAVE TO DO SOME FILENAME JUGGLING. WITH THE FINAL
MAESTRO SCREEN (SHOWING THE BSAVE LINES) ON VIEW, SCROLL UP THE CATALOG AND
RENAME THE BARE 'NOTES' AND 'SPACK' FILES BY ADDING SOME UNIQUE SUFFIX. YOU
CAN THEN SCROLL DOWN TO THE BSAVE LINES AND SAFELY SAVE THE NEW FILES AS
SHOWN.

   NEITHER THIS TECHNIQUE NOR THE ONE NEXT DESCRIBED, DO ANYTHING AT ALL FOR
THE 'COVER' FILE (HIRES IMAGE). YOU MUST HANDLE ANY COPYING, NAMING, ETC ON
YOUR OWN.

   THE SECOND TECHNIQUE IS MORE INVOLVED AND REQUIRES SOME BASIC PROGRAMMING.
THE ALBUM 'HELLO' FILE IS VERY SHORT, DOING LITTLE OTHER THAN ASSURING
'MAXFILES 1' AND CALLING 'START.A'. FOR THOSE WISHING TO BE ABLE TO SELECT
FROM VARIOUS ALBUMS ON A DISK AT BOOTUP TIME, THIS PROGRAM MUST BE CHANGED.
ALSO, YOU'LL HAVE TO HAVE DIFFERENT (CHANGED) START.A PROGRAMS.

   ON YOUR SAMPLE 'TARGET' DISK (#4), THERE IS A BASIC PROGRAM NAMED
'HELLO.CHOOSE' WHICH CAN SERVE AS A GOOD EXAMPLE. RATHER THAN DOING A SIMPLE
"RUN START.A" THE VIEWER IS REQUESTED TO SELECT WHICH ALBUM AND THE PROPER
START.A PROGRAM IS THEN RUN. CLEARLY, YOU MUST CREATE A SEPARATE START.A FILE
FOR EACH UNIQUE ALBUM ON THE DISK. ALSO, THE FILENAMES USED IN IT MUST REFER
TO THE APPROPRIATELY SUFFIXED NAMES IN YOUR CATALOG.

   A VERY STICKY POINT OF THIS (SECOND) APPROACH IS THAT THE FIRE ORGAN
INTERPRETER 'KNOWS' ONLY ONE NAME FOR THE 'NOTES' FILE AND CAN CALL ONLY IT.
THIS IS NOT A PROBLEM FOR SINGLE ALBUM DISKS NOR FOR THE 'RENAMING' TECHNIQUE.
IF YOU WANT TO BE ABLE TO CALL THE PROPER 'LINER NOTES' INTO VIEW DURING
PERFORMANCE, YOU'LL HAVE TO OPT FOR THE FIRST MULTI-ALBUM SOLUTION OR STICK
WITH SINGLE ALBUM DISKS. IT ALL DEPENDS ON YOUR PREFERRED PROCEDURES AND YOUR
'PLAYING' PLANS.

   A SPECIAL WARNING ABOUT CHANGING THE 'START.A' FILE. ALWAYS BE CERTAIN
THAT LINE NUMBERS 0 AND 1 ARE STILL IN TACT BEFORE MAKING CHANGES. FRESH
LOADING SHOULD INSURE THIS. A COMPARISON OF THE TWO TECHNIQUES INDICATES THAT
THE FIRST IS SOMEWHAT SIMPLER REQUIRING NO PROGRAMMING BUT RELYING MAINLY ON
RENAMING OF ALBUM FILES AS YOU GO ALONG. IT ISN'T QUITE AS 'ELEGENT' OR
FLEXIBLE AS THE OTHER BUT IS DIRECT AND REQUIRES NO MODIFICATIONS TO THE ALBUM
BOOTUP PROGRAMS.

   THE SECOND TECHNIQUE FORCES YOU TO MODIFY AND EXPAND THE BOOTUP PROGRAMS
BUT PROVIDES NICE 'RUNTIME' OPTIONS. IT FAILS TO RESPOND FLEXIBLY TO THE
'NOTES' PROBLEM, HOWEVER. TRADEOFFS, TRADEOFFS.

WE'LL NOW RETURN TO MAESTRO FOR A FEW FINAL WORDS.

SOME MINOR POINTS:

TO RESTART MAESTRO WHEN IN DOS: CALL 2048.

WHEN MAESTRO IS ACCESSING THE DISK, THE KEYBOARD IS LOCKED OUT AND YOU CANT
TYPE AHEAD (UNLESS YOU HAVE A MODIFIED KEYBOARD).   THIS PREVENTS 'LOGICAL
BOUNCE' FROM CAUSING UNINTENDED SELECTION.

WHILE MAESTRO FLAGS EACH KEY AS SELECTED, IT LOSSES TRACK WHENEVER YOU
SHIFT TO A DIFFERENT CEEMAC DISK.   THIS IS A SLIGHT 'FLAW' AND WILL PROBABLY
BE CORRECTED IN A SUBSEQUENT RELEASE.

THINGS THAT GO BUMP:

IN CREATING SOFTWARE, 90% OF THE WORK (AND 97% OF THE HEADACHES) COME FROM
EXCEPTION HANDLING.   ITS THE REASON WHY PROJECTS ARE INVARIABLY LATE (AND
OFTEN FLAWED).   MAESTRO HAS BEEN DESIGNED TO PROTECT AGAINST MOST THINGS THAT
CAN GO WRONG (FINGERS CROSSED HERE).

CLICKERS:

   - INVALID KEYIN
   - SCROLLING UP AT TOP OF LIST
   - SCROLLING DOWN AT BOTTOM OF LIST
   - ATTEMPT TO END BUILDING THE ALBUM BEFORE COVER SCORE SELECTED
   - ATTEMPT TO SKIP A 'MUST' SELECTION
     (SHAPES, LISTS OR THE COVER SCORE)
   - ATTEMPT TO SELECT AN UNMATCHED FILE
     [$=$]   [!=!]   ['@' AND A-Z=#]

DEFICIENCIES & EXCESSES:

   'NO CEEMAC FILES ON THIS DISK'
   'SOME ALBUM FILES NOT SHOWN (TOO MANY)'

DISK ERRORS:

   THE DOS ERROR MESSAGE WILL APPEAR AT THE TOP OF THE SCREEN FOLLOWED BY THE
MAESTRO MESSAGE...

CTRL-C TO ABORT; ANY KEY TO RETRY:

   YOU WILL NORMALLY WANT TO FIX THE CONDITION (IF YOU CAN) AND RETRY.   THE
CTRL-C IS YOUR OUT IF THE PROBLEM IS UNFIXABLE.

SCORE PACK OVERFLOW:

   THIS OCCURS WHENEVER THE TOTAL MEMORY REQUIREMENT OF ALL THE SCORES FOR THE
PACK EXCEEDS THE AVAILABLE SPACE.   GENERALLY, IF THE SCORES AVERAGE NO MORE
THAN 85 STATEMENTS, THERE WILL BE NO PROBLEM.   THIS MAY SEEM SOMEWHAT LIMITED
BUT MANY SCORES ARE APT TO BE QUITE SMALL IN THESE ALBUMS.   WHEN THE OVERFLOW
CONDITION IS ENCOUNTERED, MAESTRO ABORTS ITSELF WITH AN UNAMBIGUOUS MESSAGE.

LINER NOTES OVERFLOW:

   THE PROBLEM IS SIMILAR TO SCORE PACK OVERFLOW.   ENUF SPACE IS PROVIDED FOR
AN AVERAGE OF ABOUT 5 OR 6 FULL LINES AT THE TOP OF EACH SCORE.   MOST SCORES
WONT NEED THAT MUCH SO YOU CAN SAFELY USE MORE FOR THE FEW THAT DO (LIKE THE
COVER SCORE).   AGAIN MAESTRO ABORTS WHEN THE CONDITION OCCURS.